# GEAR WORKS™

## THE OBJECT OF GEAR WORKS

The object of Gear Works is to convert 12 of the most famous monuments of the ancient and modern world into clocks. Each monument is divided into several levels, and each level can have up to four Play Areas. You will place gears within the Play Area that will convert the monuments into clocks.

A plan of the current monument you are working on will appear at the beginning of each level. The flashing rectangles in the monument corresponds to the current level of the monument you are working on. Each rectangle represents one Play Area.



## SYSTEM REQUIRMENTS

AMIGA 500, 600, 1000, 1200, 2000,2500, 3000, 4000
AMIGA Dos 1.3 or Higher
MEMORY REQUIRED: 512K Minimum
SUPPORTS: Disk Drive, Hard Drive, Joystick, Keyboard

COMMODORE C64, 128, 128-D
SUPPORTS: 1541 or 1571 Disk Drive, Joystick, Keyboard

IBM or IBM Compatibles 286 or Higher
MS/Dos 5.0 or Higher
MEMORY REQUIRED: 640K Minimum
SUPPORTS: Disk Drive, Hard Drive, Joystick, Keyboard
SOUND CARDS: Ad Lib or Sound Blaster
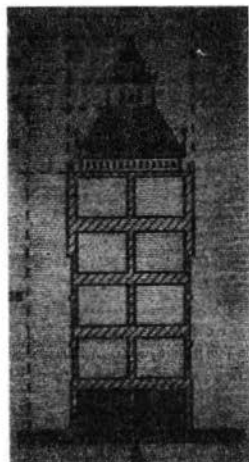
## LOADING INSTRUCTIONS

### AMIGA

Plug the Joystick into port 2 of your computer.
Insert disk into DF0: and turn on the computer.

### Hard Drive Installation
Insert the program disk into any drive and click on the Gear Works Icon.
Double click on the Hard Drive Install Icon and follow the instructions.
To play Gear Works, double click on the Gear Works drawer, then double click on the Gear icon.

### COMMODORE 64/128

Plug the Joystick into port 2 of your computer
Insert disk into the drive and type Load "*",8,1 and press **RETURN.**

## IBM or IBM Compatibles

### From Floppy Disk

Insert Disk 1 into any drive. Type the name of the drive (**A**: or **B**:) and press **RETURN**.

To start the game: Type GEAR and press **RETURN**. (see Game Configuration)

### Hard Drive Installation (IBM / IBM Compatibles)

Type **INSTALL** followed by the name of the disk you want to install on (**C**:or **D**: etc.) and press **RETURN**. Now follow the prompts on the screen until the installation is complete.

To start the game: Type **CD GEAR** and press **RETURN**, then type **GEAR** and press **RETURN**.

### Game Configuration (IBM versions)

The program will automatically find the best hardware configuration for your computer. To manually configure your computer to run Gear Works, add one space after you have typed GEAR and add any of these appropriate parameters.

| *Control Accessories* | *Sound Cards* |
|---|---|
| **\K** = Keyboard | **\A** = Ad Lib or Sound Blaster |
| **\J** = Joystick | **\S** = Internal Speaker |
| **\M** = Mouse | **\N** = Nothing |

Example: If you want to play Gear Works using the Keyboard and the Ad Lib sound card, you would type in the following:

GEAR **\K\A** then press **RETURN**.

## COPY PROTECTION

After the title screen is displayed the copy protection screen will appear. You will see four gears below a four digit number. In order to play Gear Works you must duplicate the gear pattern associated with this number from the manual. To do this you:

1) Locate the appropriate gear pattern from the Gear Table in the manual by looking up the 4 digit code number. The remaining patterns begin on Page 7 of the manual.
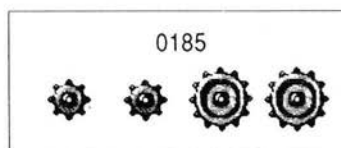
2) Move the joystick up or down to change the size of each individual gear on the screen.

3) Move the joystick left or right to select the gear that needs to be changed.

4) When you've finished changing all of the gears to match the pattern press the fire button. The program will then confirm the pattern. If you've correctly duplicated the pattern the game menu will appear.
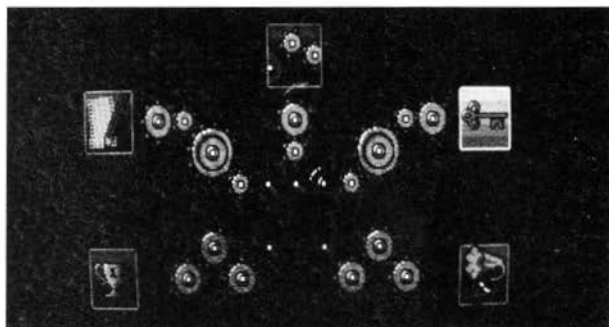


## GAME MENU

The available options on this screen (from left to right) are:

1) **Pen**, displays the game credits.
2) **Trophy**, displays the best scores.
3) **Gears**, starts the game.
4) **Key**, allows you to insert a code that will give direct access to the next uncompleted level. Type in the code and press **RETURN**, then use the gears option to start the game.
5) **Gramophone**, toggles the music on or off.

Move the joystick left or right to highlight an option, then press the fire button to select it.

## CONTROLLING THE GAME

Move the joystick up/down to move vertically.
Move the joystick left/right to move horizontally.
Press the fire button to place the current object.
Press the "P" key to pause/unpause the game.
Pressing the "Esc" key (Run/Stop on C64.) will take you back to the beginning of that level, forfeiting one life.
Pressing the F10 key will end the game.

## ADDITIONAL IBM KEYBOARD EQUIVALENTS.

Use the up/down arrows to move vertically.
Use the left/right arrows to move horizontally.
Press the **RETURN** key to place the current object.

## THE SCREEN DISPLAY
Your screen is divided into two sections, The Play Area and the Control Panel.

## THE PLAY AREA
The play area consists of:



**Pegs** fill most of the Play Area. The gears can only be placed on these pegs. In some Play areas certain pegs are crucial to completing the area.

**Red Gears** are the gears that you must link together in order to finish the level. There can be up to 20 red gears is any play area.

**The Engine** is the source of power that turns the gears and is usually located in the first Play Area of each level.

**White Transparent Cursor** controls the placement of any item that is currently in use (ie: gears, bombs, etc.) and is controlled by the movement of the joystick. When the game starts this cursor defaults to a gear.

**Poffin's** are creatures that hamper your task of linking the gears together. You can knock them off the screen by placing a gear on the peg they are currently on or near, or you can shoot at them using the gun-sight. There are two kinds of Poffins.

**Grey Poffin** jumps from peg to peg and will try to break off the pegs unless you stop him.

**Brown Poffin** jumps from gear to gear and tries to rust the gears that you have already placed.
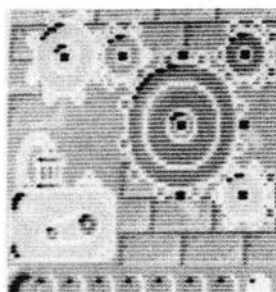
## THE CONTROL PANEL
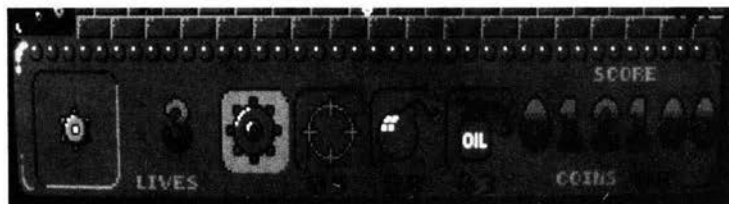


The control panel is displayed at the bottom of the game screen.

**Engine temperature** is indicated by a row of colored lights (Green, Yellow and Red), located along the top of the control panel. You must complete all of the play areas of a level before the temperature reaches its maximum. The temperature increases according to the number of linked gears. Additionally, rusty gears will increase the rate at which the temperature rises. **WARNING:** The temperature will increase rapidly if the gears seize-up (stop suddenly) due to an improperly placed gear. (See Bomb.)

**Next Gear Box** is located on the left side of the control panel and it displays the color and size of the next available gear.

**Lives** located to the right of the Next Gear Box, displays the number of lives you have left. If you cannot finish the level before the temperature reaches its maximum, you lose a life and must start from the beginning of that level.

**Points** located at the right side of the control panel, and displays the total number of points you have scored. You gain an extra life for every 50,000 points scored.

**Coins** located below the Points, this keeps track of the number of bonus coins you have earned so far in that level. (See Bonus Section).

**Points** and **Coins** are awarded when you complete each Play Area in the level you're playing. If you fail to complete the level you will lose all of your coins.

**Object Icons** are located in the center of the Control Panel. These represent the objects that you can use during the game. The numbers below certain icons indicate the number of items available. To access the icons press the space bar or move the white transparent cursor to the bottom of the screen until it disappears (out of play). To select an icon move the joystick left or right; to activate the icon, press the space bar or move the joystick up.



Once selected a transparent cursor representing the icon will appear. To use, move the cursor to the desired position and press the fire button. The icons represent:

**Gear** (Gear Cursor) represents the size of the gear that you are currently trying to place. Press the fire button to place the gear. This gear will remain white if it cannot linked with any other gear. The gear changes to a new color if it can be linked. The program defaults to this icon each time a new level is started.

**Gun-Sight** (Cross-Hairs Cursor) allows you to shoot at the Poffins and knock them off the Play Area. Position the "cross-hairs" on the offending Poffin and press the fire button.

**Bomb** (Bomb Cursor) allows you to eliminate gears that have been placed in the wrong position or to free up seized gears. Place the bomb over the unwanted gear and press the fire button.

**Oil Can** (Drop Cursor) allows you to oil those gears rusted by the Brown Poffin. Position the oil drop on the rusted gear and press the fire button.

## THE GEARS

The gears come in three sizes (small, medium, and large) and they come in four different colors (Blue, Green, etc.). There are also gears that only turn in one direction, (clockwise or counter clockwise).

**Gear Colors / Point values:**

| | | |
|---|---|---|
| Light Blue: | (normal) | 50 Points |
| Green: | (bonus) | 200 Points |
| Yellow: | (bonus) | 300 Points |
| Violet: | (bonus) | 500 Points |
| One Way: | | ??? Points |

## Placing the Gears

When placing the gears you must remember that there is a limited number of ways that the gears can be linked together. Below are examples of the ways that gears can be linked together.
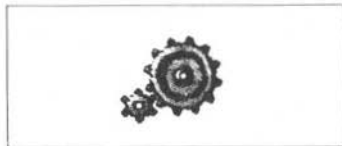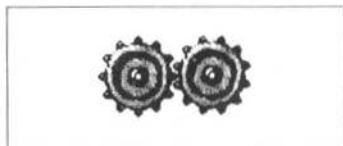


To finish a Play Area, all red gears must be turning. After completing the Play Area points will be awarded for each turning gear. You will lose twice the point value for every gear that is not turning. If the level has not been completed the next Play Area is displayed. Once you have completed the level you may advance to the Bonus Round

## BONUS ROUND

During the game, if any two of the bonus gears are linked together you will receive a coin which allows you to take part in the Bonus Round. The Bonus Round contains a slot-machine. The bonus coins allow you to play the slot machine to gain useful objects (bombs and etc.) or extra points to use during regular game play. Press the FIRE button to spin the wheels. Once spinning press the FIRE button three times to try to "lock-in" a winning combination. The winning combinations and awards are shown to the right of the slot-machine.
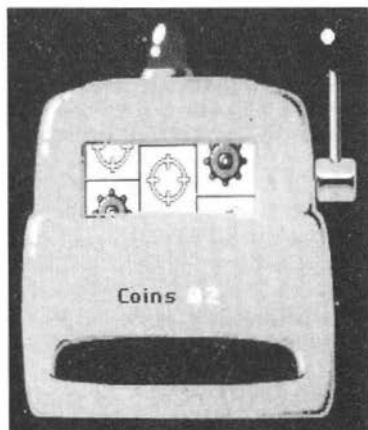
# GEAR PATTERN TABLE

Please note: The gear pattern for code 0185 is located on page 2.

| 0270 | 1305 |
|------|------|
| 0355 | 1490 |
| 0440 | 1575 |
| 0610 | 1745 |
| 0795 | 1830 |
| 0965 | 1915 |
| 1050 | 2000 |
| 1135 | 2185 |
| 1220 | 2270 |
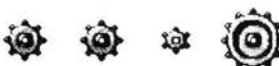
# GEAR PATTERN TABLE

# GEAR PATTERN TABLE

| 4610 | 5745 |
|------|------|
| 4795 | 5830 |
| 4880 | 6000 |
| 4965 | 6185 |
| 5050 | 6355 |
| 5220 | 6440 |
| 5305 | 6525 |
| 5575 | 6610 |
| 5660 | 6795 |

# GEAR PATTERN TABLE



6880

6965

7135

7220

7305

7490

7575

7660

7745

7915

8000

8270

8355

8440

8525

8795

8880

9050

# GEAR PATTERN TABLE

| 9135 |
|:---:|

| 9575 |
|:---:|

| 9220 |
|:---:|

| 9660 |
|:---:|

| 9305 |
|:---:|

| 9830 |
|:---:|

| 9490 |
|:---:|

| 9915 |
|:---:|

## CREDITS

**PROGRAM**

| | | |
|---|---|---|
| | Amiga | Stefano Lecchi |
| | PC | RoS Sistemi, Diego Sanpaoli, Eugenio & Antonio Lauda |
| | C64 | Simone Balestra |

**GRAPHICS**

| | | |
|---|---|---|
| | Amiga/PC | Luca Stradiotto |
| | C64 | Vincenzo & Luca Saraceno |

**MUSIC** — Paolo Galimberti

**PROJECT MANAGER** — Antonio Farina

**COVER AND MANUAL DESIGN**

David Boyles
Philip and Joanne Moody
Tim Claycomb
Bob Cincola

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**HOLLYWARE Entertainment**
P.O. Box 9148
Marina Del Rey, CA. 90295
(310) 822-9200